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Subject: New Tactic For Nukes or Ion?

Posted by [Anonymous](#) on Mon, 25 Feb 2002 07:56:00 GMT

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I just thought about this and I'll try it tonight but, I think it may be possible to plant the Beacon on top of the harvester and let it drive back to the base. It should detonate just close enough to the main defence tower of either side and either damage it or destroy it. Can't wait to try this one out.

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Subject: New Tactic For Nukes or Ion?

Posted by [Anonymous](#) on Mon, 25 Feb 2002 09:51:00 GMT

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Nope you can't. You have to completely still for that period of time to place beacon. And since you must be completely still, and the beacon is placed on the ground, it means that you can't place it on a vehicle (which makes sense); Try mining your harvester tho )

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Subject: New Tactic For Nukes or Ion?

Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:55:00 GMT

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you might be able to jump on the nod harvester from the hand... i haven't tried it but i think its possible to ride the nod harvester and when it gets close to the gdi one jump on it and plant the beacon... anyone know if you can stay on top a moving vehicle?...

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Subject: New Tactic For Nukes or Ion?

Posted by [Anonymous](#) on Mon, 25 Feb 2002 14:02:00 GMT

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Does anyone notice this topic has been posted several times!

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Subject: New Tactic For Nukes or Ion?

Posted by [Anonymous](#) on Mon, 25 Feb 2002 14:46:00 GMT

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yep! and i'm gonna say what a lot of people said before... If you plant a beacon on the top of a vehicle, the beacon will stay right where it was set... still in the air in the vehicle moves... the beacon MUST be planted where you want it to be really effective, and you have to get to this place by yourself

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